Crocodile Games World Campaign 2010

"Quest for the Golden Fleece"

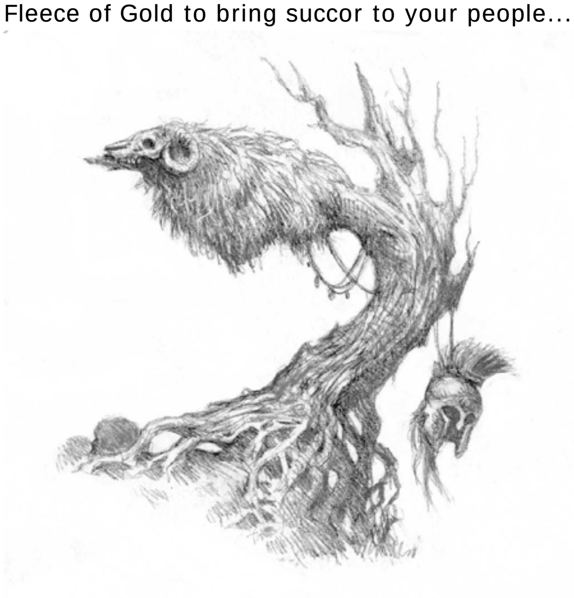
Harbingers of Ægyptus

The land is beset with plagues and despair. The Priesthood offers little hope and no one has any answers to ease the people's suffering. In the midst of these troubles a mysterious stranger enters your camp one night and relates the following tale:

"The Ram of Ra was sacred to all Ægyptians and helped bring stability to the land for generations. Its golden coat sparkled with the glory of the sun. Those who touched the Ram of Ra were healed of their infirmities. Wherever the Ram trod green shoots would rise up. But lo, a Demigod from Greece did come and slay the Ram, shearing its coat. The fiend escaped with his prize leaving Ægyptus in a sorry state.

"Take heart, in the Library of Pharos a scroll has come from far off lands. Within its text is an account of the Greek fiend's journey. It shall guide you to where the Fleece of Gold now lies that you may return it to the Land and bring the people's suffering to an end."

With that the stranger disappears. Now you prepare your warband for a trip to the city of Pharos. You must find this scroll and then the Fleece of Gold to bring succor to your people...



Demigods of Olympus

As every Greek child knows, Jason the Argonaut brought the Golden Fleece to Olympus from a faraway land. With it came prosperity and relative peace amongst the Demigods. But one day the Fleece was discovered to be missing and the Demigods again clashed with themselves and the crops failed and the people despaired.

Amidst this woe and strife a mysterious stranger enters your camp one night and relates the following tale:

"You are truly a great hero to Olympus whom the people adore. The Golden Fleece of Jason could be found and returned to its rightful place by your cunning and guile. The Scrolls of Pythias the Far-Traveler have been found in the Great Library at the Ægyptian port city of Pharos. Pythias' scrolls are said to contain a detailed account of the location of the Golden Fleece, among many other magical treasures. Those scrolls hold the key to making you ruler of all Olympus."

With that the stranger disappears. Now you prepare your warband for a voyage to the foreign city of Pharos. You must find the Scrolls of Pythias and study it for clues to the location of the Golden Fleece. Then you will bring peace to the land as King of Olympus...

Ice Witches

Mysterious whispers on the winds tell of a magical Golden Fleece sought by many of the warm-bloods. This could be something long sought by the Queen of Ice- an artifact she learned of from her special guest. If this is the same Fleece its magic is sure to be a threat to the power of the North Winds. It must be brought to Hyperborea to keep it from the lesser races and ensure none can resist the howl of the North Winds.

Once the Golden Fleece is safely in the castle of the Queen of Ice, the North Winds can advance unimpeded to cover the world in ice. And if you should be the one to find this powerful Fleece- perhaps it will be time for a new Queen of Ice.

More whispers on the winds reveal that the City of Pharos in the desert land of Ægyptus holds a clue to the location of the Golden Fleece.

Speed is of the essence, gather the Wendigo tribe and go South to find the Golden Fleece and possibly gain a new title and power...

Eater of the Dead Harbingers

The Necromancer tells you of a visit from a mysterious stranger in the daylight. The stranger offered tales of the Fleece of Gold from the legendary Ram of Ra and a tantalizing hint that the discovery of the location of the Fleece may be close at hand. The Necromancer sent word to his Death Cultist spies and received reports that there is talk of newly arrived scrolls at the Library of Pharos with information about the location of the Fleece.

The Eater hungers for this artifact because it contains much life and power. If it could be captured and corrupted it would be a great force for the Creeping Darkness. No doubt our Necromancers will transform the Fleece of Gold into an exquisite instrument of destruction. The pathetic living would tremble at the thought of such a thing unleashed on the world!

Now you prepare your warband for the long journey to the city of Pharos. If you can find this scroll and use it to locate the Fleece of Gold, the Eater will surely reward you well. It's on to Pharos and your imminent reward...

Titan Overlords

The horde is restless and infighting has taken the place of raids against men. Something is needed to focus them against the true enemy. Though you had not noticed his approach, a mysterious stranger suddenly stands before you. The bold human addresses you with unwelcome familiarity:

"Many years ago one of your kind took the prized Golden Fleece from its place of honor among the Olympians. No doubt you have heard the stories of many claiming to have done this deed. The true culprit may never be known, but it may soon be of little consequence.

"The mortals of many lands have begun to undertake a search for the location of the Fleece. It would be yet another victory for men if they were to find it and return it to their homeland. They would laugh and make songs of their success.

"If you were to keep it from the hands of men you would become more celebrated than the one who first took the Golden Fleece from them. Go to the land of Ægyptus to stop them, if you can."

With that the stranger disappears. Who was this stranger, to dare to come before your imminence with his taunts? Now you shall prepare your horde to travel to the land of Ægyptus, for vengeance, and stop those in search of the Titans' greatest prize...

Campaign Rules

1. Introduction

Welcome to the 2010 Crocodile Games Worldwide Campaign. Warbands from all corners of the Antediluvian World are converging in a desperate race to be the first to recover the long-lost Golden Fleece, also known as the Ram of Ra. The forces involved will face unprecedented challenges, which will shape not only the heroes of the world, but history itself.

The campaign will begin on April 1st, 2010 and will have its grand finale at GenCon Indy on August 7th, 2010.

Players are encouraged to participate both locally with their gaming groups and at conventions. Local gaming gives players a chance to get together with other Wargods

players, play games in the campaign setting and to develop storylines about their warbands and win some provocations. Convention games provide not only a chance to play against players from other areas, but conventions will represent a different aspect of the campaign not covered in the scenarios for local games. In addition to any standard games, some conventions will have campaign special objectives or missions. In some cases players may need to work as a team, or they may seek a special artifact individually. Each convention will have something different to it, as convention games represent a major aspect of the story leading up to the final game at GenCon Indy 2010.

This campaign will include Warbands from all current Wargods factions – Aegyptus, Olympus, and frozen Hyperbora. Titan Warbands will be allowed, although their role will be somewhat different from that of other factions.

2. Rules

The world campaign will use the standard Wargods of Aegyptus rules 2nd edition, as clarified and modified by the most up-to-date version of the forum FAQ. Other settings will use their most current playtest rules, along with the most recent copies of all rules supplements and FAQs.

If a situation occurs in a game that is not covered by the rules or is not clear, players are expected to sort this out in a gentlemanly and sporting manner. They may seek guidance and direction from the forum, and should continue to use whatever solution they have come up with until an official FAQ is issued.

3. Glossary

Campaign Event a campaign event is a formal event organized by the campaign team, at which major happenings in the campaign can happen. This will usually take place at a convention or wargames show, but may also be organized in a store.
Campaign Team The campaign team is the top tier of the world campaign organization. It is responsible for providing scenarios and updates for the campaign as well as keeping track of how the campaign is progressing and arranging campaign events.
Local Co-ordinator The local co-ordinator is the person who takes responsibility for submitting the results of local games to the campaign team.
Local Game A local game is any game played between Wargods players using their registered warbands that does not take place at a campaign event.

4. Warband Construction and Campaign Play

All warbands are constructed with 1200 points including a Ka 1 Harbinger at the start of the campaign. Harbingers receive the first power on their list. After the initial start all Ka increases are rolled for normally. They then retain these powers unless they permanently lose Ka. This process follows the standard rules for Harbinger powers in the Wargods of Aegyptus rulebook as clarified by the forum FAQ. Random powers (MoW spells, Artifex artifacts, etc.) will be rolled for at the start of the campaign and retained for the duration of the campaign. Harbinger powers are rolled for once and retained as usual. The Local Co-ordinator should keep track of the powers and spells each of their players' warbands has and report these to the campaign team.

Croc WYSIWYG (What You See Is What You Get) is in effect for this campaign. This means that your figures must be carrying the weapons they are equipped with. The exception to this is javelins. Figures must be wearing armour that is within 1 step of the armour you buy for them. This means that if the figure is wearing no armour (e.g. Basti skirmisher or Khemru slinger) it may only be equipped with no or light armour. A figure wearing medium armour could be equipped with light or heavy armour as well. Titan Masters and Overlords must show a reasonable attempt at conversion to represent all Mutations present – please take the time required for this extra work into account before committing to such an ambitious undertaking.

Registering Warbands

All warbands will have to be registered with the campaign team for the results of your games to count and each player may only have at most one campaign warband registered for each faction (see Multiple Warbands below). No player may register more than one warband for each faction. It is acceptable to register your warband when you submit the results of your first game with that warband. When registering a warband, the following information will be required for each warband:

- Player Name
- Harbinger details
- Faction
- Army List
- MoW / Witch / Necromancer Spells
- Other random powers that have been generated

Please send your warband details to mailto: wargodsworldcampaign@yahoo.com. Once you have sent your details through, your warband will be registered with the campaign.

Players are encouraged to post details of their warband's progress and activities in the Warband Base Camp section of the World Campaign 2010 forum. This is not essential, but bonus renown points will be awarded for doing this.

Starting Points for Warbands

If you join the campaign late, then your starting points and Harbinger's Ka rating will depend upon when you join the campaign. You may not purchase a Ka rating higher than the base Ka level. The table below gives the starting points and base Ka level for each month.

Month	Starting Points	Ka
April	1200	1
May	1325	2
June	1500	3
July	1725	4
August	1900	5

Thus, if you join the campaign in July then you should create a 1725 point warband led by a Ka 4 Harbinger.

When creating a warband, you may not retain any unspent points for later use. Thus, if you build a warband at the start of the campaign and only spend 1190 points, you do not get to keep the remaining 10 points for later use.

Multiple Warbands

Normally it is expected that each player will only register one warband. However, in some areas the pool of players and/or armies may be small. Therefore, to maintain interest, two options are offered for multiple warbands. Local Co-ordinators must choose one of these options and stick with them. The Local Co-ordinator must inform the campaign team which method they wish to use and they must then stick with that method.

Multiple Warbands

Each player may register up to one warband from each faction. If players register multiple warbands, they may not play world campaign games where the warbands of the same player fight each other. Games fought between warbands registered to a single player will not count towards reinforcement's eligibility or the final campaign result. Only games fought against a different player's warband will count. If a player has multiple warbands, then they must track the number of games each warband uses separately, because it is the number of battles fought by a particular warband that determines its eligibility for reinforcements.

Proxy Warbands

The Local Co-ordinator may register one proxy warband from each faction for their group. In this instance, players in that group may only register one warband in the campaign for themselves. Anybody in the group may use these proxy warbands. If a player fights a game using a proxy warband, the game will count as a battle fought for their warband, but they will gain no renown. The game will also count as a battle fought for that proxy warband. When the time comes for reinforcements, the Local Co-ordinator should

roll for the reinforcements of each proxy warband based on the number of games in which it has been used.

5. Renown

At the end of each battle players score renown points as per page 225 of the Aegyptus rulebook. For Eater of the Dead renown, see below.

While your renown can decrease, it will never go below 0. Renown adjustments will be noted on the online record.

Eater Renown

The Wargods rulebook does not envisage undead warbands as player warbands in a campaign. Therefore there is no Eater renown table. The standard renown table does not adequately cope with Eater warbands. Therefore, the following table has been developed, and should be used for the world campaign. This table replaces the sections of the standard table for Famous or Infamous Harbingers.

Eater of the Dead Renown Table

+1 Renown for killing an Embalmer.
+1 Renown for defeating a living Harbinger.
+1 Renown for defeating a Harbinger of Anubis / Hades (cumulative with the above).
+2 Renown for looting a tomb.
+1 Renown per 25% of the enemy warband killed.
+1 Renown per 5 scenario non-combatants killed (1).
+1 Renown per warband non-combatant killed (2).
+1 Renown for desecrating a temple of Anubis / Hades.
-1 Renown for allowing the Necromancer to be killed.

Notes

(1) Includes (but is not limited to): villagers, slaves, caravan drivers, or other non-combatants added as obstacles or objectives.
(2) Includes (but is not limited to): Scribes and Camp Followers. This represents the demoralization of opposing forces. In the case of a Scribe, it only counters the Universal Table penalty.

Additional Renown Awards and Penalties

In addition to normal renown penalties, the following penalty applies because casualty recovery rules will not be in use.

• -1 renown for each 20% of your army (by points) that you lose in a battle.

This is in addition to the -1 renown for losing over 50% of your warband that is in the rulebook.

The reason for this is to discourage suicidal tactics that would not normally be a part of campaign play, but which might be encouraged since losses in battle do not matter in any other way. Warriors will not want to follow a Harbinger who throws away the lives of his soldiers.

Players who make a special effort within the world campaign will also be rewarded. A number of discretionary awards will be made by the campaign team for the following:

• +1 renown for naming all of the characters in your warband when it is registered;
• +1 renown for posting a short background story (c. 500 words) on the forum for your warband;
• +1 renown for posting one or more pictures of your fully painted warband on the forum;
• +1 renown for posting pictures of your fully painted reinforcements on the forum;
• +1 renown for posting an interesting and entertaining battle report of your Harbinger's battles on the forum (max 5 renown per month);
• +1 renown for proposing a scenario to the campaign team that is later adopted as a campaign scenario (only the first player to propose a particular scenario will be rewarded for this).

Where awards call for posting details of your warband or pictures of it on the forum, the story / pictures must be posted in the Warband Base Camp of the 2010 World Campaign section. You should add these as extra posts in the section for your warband.

These awards are solely at the discretion of the campaign team, who will judge the quality of the contributions and make the appropriate

adjustments to the Harbinger's renown. They are offered in the hope that players take an active part in generating the story of the campaign and to reward those that go the extra mile. If a contribution is particularly good the campaign team may award more than 1 renown point to the player. Also, if a player contributes significantly to the campaign in any way not already mentioned, the campaign team may award a renown bonus to that player's warband.

Bonus renown can still be lost if you have a poor game and lose renown. It does not represent a baseline renown level, below which you cannot fall.

Bonus renown will be assigned to players' warbands by the campaign team, and will be shown on the campaign wiki. Players must not add the renown directly to their totals without confirmation from the campaign team that they have received it.

Bonus Great Deeds

In addition to the renown awards listed above, any player that posts three suitable battle reports in one month, will be awarded a Great Deed, which the player may assign to any eligible character in their warband. For a battle report to count as suitable, it must be 500 words or longer and describe the battle in an entertaining way. Photographs will also be taken into consideration when deciding whether a report is suitable.
A player may not receive more than 1 Great Deed per month for battle reports. However, all participants may write their own version of events. These must be substantially different for each to count.

Great Deeds will be awarded on the last day before each reinforcements phase. Players must allocate the Great Deeds to a character that is currently in their warband. They may not allocate the Great Deed to a character that they buy in the reinforcements phase.

The campaign team will announce on the forum who has received Great Deeds each month.

Stronger and Weaker Warbands

Additional renown is awarded for defeating stronger warbands and less renown for defeating weaker warbands. To work out if one warband is weaker than another deduct the point's value of the lower-rated warband from the point's value of the higher rated warband. If the difference is 75 points or more then the lower-rated warband is weaker.

6. Casualty Recovery

In order to keep bookkeeping to a minimum, Casualty buy-back will not be used for the world campaign. Instead, your warband will return to full strength after each battle. You will not have to dice for wounds on characters during local play, but see below for convention games and campaign events.

Campaign events will deviate from this as non-warrior models may suffer injuries if they are removed as casualties during these games to represent the epic scale of the convention campaign events. This will be adjudicated by the convention organizer and the rules for it will be handed out at the start of the event.

7. Reinforcements

Due to the lack of casualties during the campaign, Reinforcements will work differently to what is presented in the rulebook.
Reinforcements will be allocated to warbands at the end of each month of the campaign beginning with the end of April 2010 and ending at the end of July 2010. This will mean that there are four reinforcement's phases. All registered warbands will receive 175 points for reinforcements during each reinforcement phase.

Generating Reinforcements

The reinforcements of all factions will be rolled randomly using the tables below (6.1 to 6.4). The point value of the reinforcements, when they happen, will be as described above. The reinforcements may be used as per the replenishing unit's rules on page 226.

The process for generating reinforcements is as follows:

1. Calculate how many points you have to spend on reinforcements.
2. Spend as many points as you need to bring your Harbinger's Ka up to the base Ka level for the next month.
3. Decide whether you are going to upgrade your warband or roll for reinforcements.
4. If you are going to upgrade your warband, do not roll for reinforcements. Just spend your points. You may save up to 50 points for the next reinforcement's stage.
5. If you choose to gain new reinforcements, roll on the appropriate table for your reinforcements.
6. Check to see if you have any points left after buying your reinforcements.
7. If you have points left over after buying your first reinforcements, roll again on the table.
8. Repeat 1-3 until you have spent all your points, have 50 points or fewer left, or until you generate a reinforcement that you cannot afford to buy.

If you do not have sufficient reinforcement points to buy the unit you have rolled, then you must save your reinforcement points until you have enough points. You may do this repeatedly over several months. You may not roll again for reinforcements until you have bought this unit and you may not upgrade any units in your warband until you have bought the new unit. You may not use any of the points to upgrade any of your existing units. Any points left over after buying the new unit may be used to generate a roll on the reinforcements table.

Example. You have 156 reinforcement points and have rolled a unit of Heru warriors. The cost of 10 Heru warriors is already 130 points which only leaves you with enough points to equip them with either a double-handed weapon or light armour but not both. You could always do this and upgrade them, but you decide that you want a unit of halberdiers in medium armour with large shields. Rather than upgrade the unit later, you decide to save your points until you receive some more because that will be a better use of your points. Next time you are given reinforcements points, you add the new points to the old ones and that is your pool for buying this unit. You do not roll again for reinforcements until you have bought this unit.

In some instances players may roll a result on the reinforcements table that does not permit them to spend all their points. In these cases, the player may immediately roll again after having bought the first reinforcement. They may repeat this as often as is needed. If they roll a result that they cannot afford then they must carry the points over to the next reinforcements phase as described above.

Example. I have 196 points to spend. For my first roll, I get a Basti camp follower at 20 points. This leaves me 176 points. Rolling again, I get two Asar champions at 24 points each. I outfit them with double-handed weapons and medium armour so they cost 30 points each. I now have 116 points left. I roll again and get a Heru warrior unit. I decide that I could not afford to outfit this unit properly with 116 points so I decide to save my points until my next reinforcement phase. At that time, I shall have to buy the Heru warrior unit using my new points and the points left over from this reinforcements phase.

If you have 50 or fewer points remaining after buying reinforcements or upgrading your warband, you may choose not to roll on the reinforcements table, and may save those remaining points until the next reinforcement's stage. At that point you will add them to your new reinforcement's points, and may decide whether you wish to upgrade existing figures within your warband or roll for reinforcements.

Example. I start the reinforcements phase with 196 points. My first roll for reinforcements generates a Basti camp-follower for 20 points. I now have 176 points left. After this, I generate a unit of Basti, and decide to outfit them with bows but no armour or hand weapons, for a cost of 150 points. I now have 26 points left. I decide that I cannot usefully spend these points so I save them for the next

reinforcements phase. At that time I will add the remaining 26 points to my new reinforcements score and can spend them then.

Reinforcements and Legal Warbands

The purpose of using random reinforcements is to challenge players. It is the mark of a truly great Harbinger that they can adapt to the changing nature of their warband and still win. As compensation for this, while new warbands must conform to the standard warband composition rules, once a warband rolls for its first reinforcements, it no longer has to conform to the standard warband construction rules. The only exception to this is Specialists, where the warband must have a free character slot of the appropriate type to be permitted the specialist, if the specialist is a character. Specialists are those units / figures that are found on the Aegyptus Specialist table, or that have Specialist noted after their name on the tables below.

The reason that warbands do not have to conform to the force composition rules is because warband growth is organic. Harbingers have no control over who comes to them wishing to join their warband and they are unlikely to turn anyone away just because they do not have a unit of the appropriate type.

Example. The warband of Emuishere, Harbinger of Bast, consists of 2 Basti units, 1 Asar unit and 1 Typhon unit. It also has three Basti heroes, 1 Typhon champion and 2 Asar Blade Dancers. During the reinforcements phase, Emuishere first rolls 2 Basti Camp-Followers. She has one Basti slot left in the warband and so she is able to take one of the camp followers, but cannot take the second. She then rolls two Basti champions. Although she has no Basti slots left in the warband, she may still take these because they are not Specialists. Finally she rolls a Typhon Assassin. Unfortunately, she has no Typhon slots in the warband and so she is unable to take the Assassin and must re-roll on the reinforcements table.

7.1. Amended Aegyptus Reinforcements Table

The following table replaces the reinforcements table on p226. For further explanation of the results see that table.

Roll a d10

1-2 The Harbinger gains a unit of warriors of the same race as the Harbinger.
3-4 The Harbinger gains a unit of Asar City-Dwellers.
5-6 The Harbinger gains a unit of warriors of another race, as chosen by the player.
7 The Harbinger receives a unit of chariots.
8 The Harbinger receives a character of his own race, an Asar City-Dweller character, or a character of the faction to which the Harbinger belongs. Roll on the character table (p227).
9 The Harbinger receives a character of a race different to his own. Roll on the character table and then choose the race of the character.
10 The Harbinger receives a sorcerer.

Note: Asar Warhawks, Blade Dancers, and Necropolis Guard are elite units and may only be bought as reinforcements if rolled on the Specialists table below or if chosen as described in the character table (Result 10 – Specialist). Elite units may never comprise more than 25% of the point's value of a warband, even as reinforcements. Elite Units are only permitted in warbands led by a Harbinger who worships the same god as the unit in question(eg. Warhawks may only serve in a warband led by a Harbinger of Horus).

Aegyptus Specialists

1 Anubi Embalmer
2 Asar Spy
3 2 Basti Camp-Followers
4 Heru Battle Sage or Typhon Assassin
5 Khemru Beast Master
6 Beloved of Sobek
7 To-tanem Artifex
8 Elite unit (2 Blade Dancer characters)
9 Nekharu Torturer
10 Tethru Scribe

7.2. Undead Reinforcements Table

Roll a d10
1-3 Ghouls or Horde Mummy unit (player choice)
4-6 Mummy Warriors
7-8 Death Cultists (Roll for race on the Death Cultists table)
9 Mummy Chariots
10 Special (Roll on table below)

Special
1-2 2 Death Cultist Champions
3-4 Death Cultist Hero
5-6 Crypt Lord
7-8 Abomination / Scarab Ogre(Specialist)
9 Necromancer
10 Player's Choice

Death Cultists
1-3 Asar
4-6 Nekharu
7-9 Typhon
10 Player's Choice

Any Death cultist champion or hero will be from whatever race of death cultist are present in the warband. If no Death Cultists are present in the warband, roll on the Death Cultists table.

If a player rolls a result that they cannot use, they must roll again on the reinforcement table.

7.3. Titan Reinforcements

Titan Overlords may always recruit any lesser Titans they wish into their warband, so long as the resulting force maintains a valid ratio of Slave units to characters. Furthermore, an Overlord may choose to split a unit of Slaves any time the resulting units are all of minimum size.

7.4. Olympus Reinforcements Table

Prior to deciding how to spend available points, the player may always add Hoplites to an existing Phalanx. Furthermore, a Demigod may choose to split a Phalanx any time the resulting units are all of minimum size.

Roll a d10
1-4 The Demigod gains a unit of Helots, Peltasts or Satyrs
7 The Demigod gains a unit of chariots
8 The Demigod gains two Champions (Spartan or Mycenaean or Satyr)
9 The Demigod gains one Hero (Spartan or Mycenaean or Satyr)
10 The Demigod gains a Specialist (roll on the table below)

Special
1-3 War Altar (Spartan Specialist)
4-6 Honour Guard (Spartan Specialist)
7-8 Strategos (Spartan Specialist)
9-10 Titan Hunter (Mycenaean Specialist)

If a player rolls a result that they cannot use, they must roll again on the reinforcement table.

7.5. Wendigo Reinforcements Table

Roll a d10
1-3 Warriors
4-6 Hunters
7-8 2 Champions
9 Hero
10 Ice Warrior

Once a Wendigo warband contains at least 5 units the player may choose to add a second tribe. This is accomplished by buying a Chieftain and one unit (either Warriors or Hunters) instead of either rolling for reinforcements or expanding existing units. A second Shaman may be added in a subsequent month before choosing how to spend the rest of the points available. It is not possible to add a third tribe to the warband, and it is also not possible to have more than one Summoning Horn.

7.6. New Reinforcements Rules

Prior to making a roll on the table for what type of reinforcements are available for the Harbinger, a player may elect to bolster existing units instead of rolling for a new unit. They must do this before rolling for reinforcements and may not do this if they are saving points towards a new unit. If a player wishes to bolster existing units, they may not roll for reinforcements during this

reinforcements phase. Instead the existing warband can be upgraded as follows:

1) Points may be spent on additional models to be added to existing units (increasing unit size).
2) Points may be spent to upgrade a unit's equipment. The existing equipment's price is not subtracted from the new equipment's price. New equipment can include banners and or musicians. You may relocate the old equipment to a different unit if desired.
3) A combination of the two options above may be used to spend all the available points. Likewise multiple units can be upgraded in a month subject to points available.

Any changes to a unit must create a uniform unit. A player can not create a mixed armed unit, 5 with one weapon and 5 with another weapon. All models must be equipped identically after the upgrades.

It is permissible to spend the reinforcement points on multiple units as long as the rules above are adhered to.

Note that upgrading your warband is in place

of getting a new unit. You cannot do both at the same time.

When rolling for and buying reinforcements, your warband does not have to remain legal. The warband construction rules only apply when first creating your warband. After that, it is up to the whim of the gods what reinforcements you will receive. The only exception to this is that you cannot get a specialist of a particular race if you do not have a unit of that race in your warband and a free character slot for them.
E.g. if you receive a Beloved of Sobek as your reinforcement roll but you do not have a unit of Sebeki in your warband then you may not receive the Beloved of Sobek. Also, if you do have one or more units of Sebeki in your warband but the character slots that each would provide under normal warband design rules are full then you may not receive the Beloved.

8. Harbinger Ka
Follow the rules for gaining Ka found on page 122. Ka can be gained in either local or convention games. If a Harbinger is at Ka 1 and loses their Ka point, the player can choose to either retire the warband, or continue with the 'healed' Harbinger back at Ka 1.

Each month the base Ka rating of the campaign will increase by 1. Any Harbinger that has not yet reached the base Ka rating must spend part of their reinforcement points on increasing the Ka of their Harbinger to the base Ka level. When you have to spend points on increasing your Ka to the base level, you deduct those points from your reinforcement's points and apply the Ka increase before you decide how you wish to spend the reinforcement's points. Once you have increased your Ka you may upgrade your units or roll for reinforcements as normal, but with 25 fewer reinforcement's points to spend.

You may not spend reinforcement points on increasing your Ka beyond the base Ka level.

Harbingers gain or lose ka following the standard rules in Wargods of Aegyptus. Likewise, Harbingers gain their powers following the standard rules. Harbingers may not have their Ka reduced below the campaign's current base Ka level. Even though this is the case, if a Harbinger is defeated in provocation and is at the base level, the victorious Harbinger may still gain ka normally.

9. Local campaign play
The Local Co-ordinator
Someone from the local group should volunteer to run the local campaign (the Local Co-ordinator), and help to coordinate games and oversee the recordkeeping. The Local Co-ordinator will be the main point of contact between the Campaign Team and the players.

Reporting Results
The Local Co-ordinator is responsible for ensuring that local game results are reported to the Campaign Team, and for overseeing generation of spells, powers and

reinforcements by their players. When reporting the results of games, the Local Co-ordinator should email through the following information to the Campaign Team:

• Players' names
• Date game was played
• Players' warbands
• Scenario played
• Sub-plot used
• Winner and renown gained
• Loser and renown gained
• Notes (e.g. did either Harbinger win the provocation and survive the battle to gain Ka; what power did they gain?)

Battle results should be emailed to wargodsworldcampaign@yahoo.com. If battle results are not emailed through then the battle does not count towards your warbands progress, and will also not count towards the success of your faction.

Campaign Play
Warbands playing in a local campaign can only affect their Renown and Harbinger's Ka rating. All other warband traits are fixed, no great deeds or injuries will occur during local campaign play.

Scenarios
When playing local games, players may play either the downloadable scenarios for that month, or a random scenario from the rulebook. The downloadable scenarios are worth more points for the winner's faction, when determining which faction is winning in the campaign at any given moment, but the normal scenarios from the rulebook, or even those published in Harbinger magazine are still valid.

Scenario Duration
Unless specified by the scenario, there are no turn limits for the duration of a game during local campaign play. If the local group wishes or needs to impose a time limit on a game, then they may do so. In any case where there is a time limit the players should not start a new turn within 10 minutes of the time limit, and players should finish the turn they are on when time is called.

Items Gained in Scenarios
Some scenarios from the Wargods rulebook include rewards that would be inappropriate given the scope of the world campaign, e.g. Artifex items. When playing such a scenario as part of the world campaign, the player will receive 2 additional renown points for winning this item instead of gaining the item. The player's Harbinger is assumed to donate the item to their local temple.

Great Deeds for Scenario Objectives
Some scenarios and sub-plots specify that a character that achieves the objective will get a Great Deed. The following rule applies because Great Deeds are not permitted in local play. If a scenario or sub-plot objective is achieved that would normally gain a character a Great Deed, the Harbinger gains +1 renown instead.

Campaign-Specific Scenarios
A list of scenarios will be posted on the Crocodile Games Campaign Forum to assist in planning local campaigns. These will provide all the details required to play them, including turn limits, victory objectives. Depending on the scenario, there may be limits on when or how often it may be played.

Sub-Plots
Unless a scenario specifies a particular sub-plot, or that no sub-plot is in effect for that scenario, then players should roll on the sub-plots table in the Wargods of Aegyptus rulebook. If players in a local group wish to, they may use the sub-plots that were published in Harbinger magazine instead.

10. Campaign Goals
The goal of this year's campaign is to tell the story of the Quest for the Golden Fleece, and allow our players to play a direct hand in the history of the game world.

Winning the campaign
Players will score points for their side by winning games against an opposing faction and by successfully completing campaign scenarios. Games played against opponents from the same faction as you still count for

gaining Ka and renown but will not score points for your faction. Instead they represent infighting and faction politics as you each try to become the leader of your faction. You should still report these games because they count towards your reinforcement's entitlement.

Scenarios played against opposing factions generally score points as follows:

- Campaign scenario: 5 points / 3 points*
- Other scenarios: 3 points

* Campaign scenarios count 5 points for the victor if neither warband has yet played this particular scenario. If either of the warbands has played and reported this campaign scenario previously, it counts 3 points to the victor.

Some scenarios may be worth more points, or have variable victory point allocations. The scenario description will detail this together with the victory conditions and any other information that you need to know.

The formula for calculating the winning faction is a closely guarded secret of the campaign team, but it is based around a statistical analysis of the number of points scored compared to the number of battles fought by each faction. The scores for each faction will be regularly updated so that players can see how their faction is progressing. At the end of the campaign, the final score for each faction will be determined and a winner declared. Keep in mind, as this is a 'Historical Campaign', and we already know who wins in the end, achieving a campaign victory is more of a matter of perspective – and bragging rights!

Prizes

All participants in a scheduled event in this years' World Campaign will receive a 2010 Event Miniature – an Artifex crafting a Weapon of Power! Note, these events must be approved by the Croc Campaign Staff, so if there is no event in your area, why not organize one yourself? Contact wargodsworldcampaign@yahoo.com, and he'll let you know what you need to do to get your event approved. Only one 2010 Event Miniature will be given per player, no matter how many events you attend. Last, all the players who attend the World Campaign finale at GenCon Indy this year will receive special surprise! Hope to see you there!